

GAME

A Signal Research Publication

CES
SPECIAL

Player'sTM

CES VIDEOGAME AND COMPUTER GAME GUIDE

The LATEST ELECTRONIC GAMES
From The LEADING ENTERTAINMENT
COMPANIES At **CES!**

ZELDA II

SHOGUN

DEVON AIRE

688 ATTACK SUB

JACK NICKLAUS'
GOLF

BLADES OF STEEL

F-19 STEALTH
FIGHTER

DOUBLE DRAGON

Game Player's
Magazine
Launches
In '89



CES

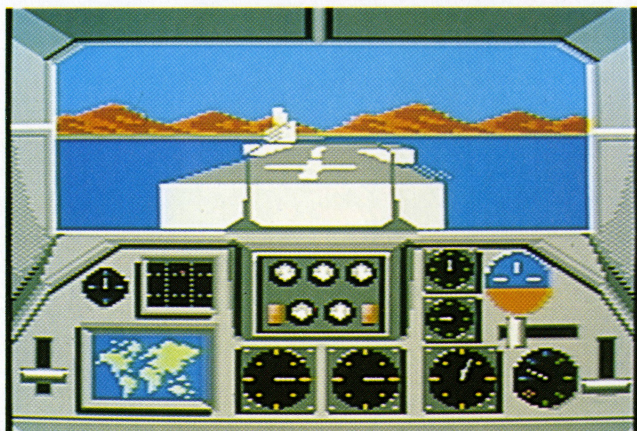
Fun & Games

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Here is a compilation of companies exhibiting new videogames, computer games, and related products at the Winter Consumer Electronics Show. Note that some companies are showing their products in meeting rooms or hotel suites rather than on the show floor, and advance appointments may be required.

(Every effort has been made to insure this list is as complete as possible, but if you know of a company that was omitted, please contact *Game Player's*.)

ABSOLUTE ENTERTAINMENT (Mediagenic booth, 6474 West Hall, by appointment only, and Sega booth, 6433 West Hall): Five new titles for the Atari 7800 game system, including *Pete Rose Baseball*, adapted from the popular computer baseball game; *Tomcat F-14*, a fighter plane simulation; *Title Match Pro Wrestling*, an action wrestling game; *F-18 Hornet*, an aerial combat game; and *Super Skateboardin'*, an action skateboarding game. Absolute is also announcing its support of the Sega Master System at the show, and will release game titles in 1989.



F-18 Hornet - Absolute Entertainment

ACCLAIM (Nintendo booth, 6033-6055 West Hall): Nintendo cartridges include *Iron Sword*, a sequel to the hit Nintendo game *Wizards and Warriors*; *Othello*, a Nintendo version of the traditional strategy board game; *Knight Rider*, an action game based on the TV series.

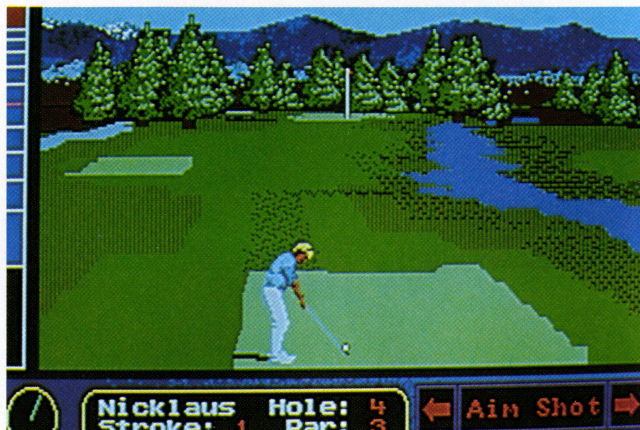
ACCOLADE (Soft-Kat booth, 6205 West Hall): *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf* for IBM compatibles and Commodore 64; *Fast Break*, a new three-on-three, full-court basketball game for IBM compatibles and Commodore 64; the IBM-version debut of *TKO*, a professional boxing game featuring split-screen action; the Macintosh debut of Accolade's popular football action game, *4th & Inches*; and other titles.

ACTIVISION (see MEDIAGENIC).

AMERICAN SAMMY (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Amagon*, an adventure game with a transforming super-hero; and *Ninja Taro*, an action game with a pint-sized martial arts expert.

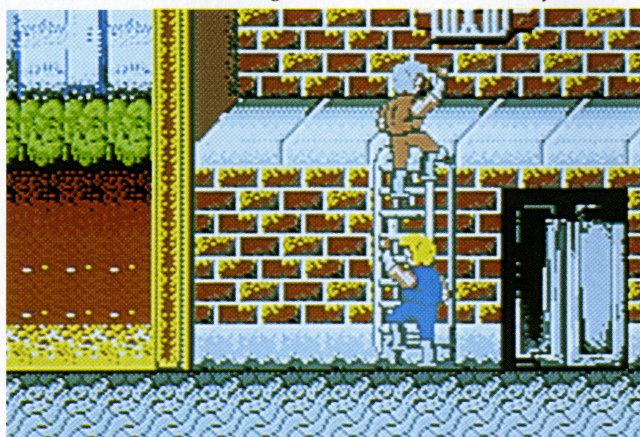
ARCADIA (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): IBM-compatible versions of *Double Dragon*, a karate fighting game, and *Sidewinder*, a space-battle game with scrolling graphics. Both were hits in coin-operated arcade versions.

BANDAI (Nintendo booth, 6033-6055 West Hall): In addition to recent Nintendo releases *Galaga* and *Xevious*, Bandai is introducing *Dr. Jekyll & Mr. Hyde*, the classic tale of two personalities — one good, one evil — that divide a scientist; *Bandai Golf: Challenge Pebble Beach*, a golf simulation; *Mask Rider*, a futuristic adventure of three irradiated heroes on motorcycles who conquer villains; and *Street Cop*, a power pad game about a rookie cop tracking down criminals.



Jack Nicklaus' Greatest 18 Holes - Accolade

BEESHU (6221 West Hall): Beeshu is displaying its line of videogame and computer game controllers, including the new Zoomer, a controller similar to an airplane joystick; the Ultimate SuperStick joystick (wired and wireless versions); and a variety of other controllers for Nintendo, Sega, Atari, and Commodore systems.



Double Dragon - Arcadia

BRODERBUND (6004 West Hall): Broderbund is showing entertainment titles from three of the company's affiliated-label publishers, including Kyodai, Velocity Development, and Origin Systems. (See separate listings.)

CAMERICA (6117 West Hall): The Freedom Stick, a wireless joystick for Nintendo, Sega, Atari, and Commodore; the Super-Sonic wireless joystick; the Video Blaster, a wired light gun; and the wireless Freedom Pad that allows two people to play a game simultaneously (all for Nintendo systems). Camerica is also showing a number of controllers for Sega, Nintendo, Commodore, Atari, and other systems.

All the Fun!

All the Time!

Introducing...

GAME PLAYER'S™

THE LEADING MAGAZINE OF VIDEO AND COMPUTER ENTERTAINMENT

Game Player's, The Leading Magazine of Video and Computer Entertainment captures the exploding world of electronic entertainment in a highly visual, action-filled format — beginning with its first issue on newsstands nationwide March 28.

Each issue of this full-color magazine covers the entire range of computer game and videogame systems. From **Nintendo**, **Sega**, and **Atari** videogames...to **IBM**, **Tandy**, **Commodore 64**, **Amiga**, **Apple II**, **Macintosh**, and other computer systems...to the world of coin-operated arcade games, *Game Player's* presents the latest product information, full-color screens, hints and tips on game play, and late-breaking industry information on all the best electronic games. *Game Player's* will debut as a \$2.95 bimonthly magazine, moving to monthly frequency later in 1989.

Signal Research has quickly become the largest independent publisher of magazines for the popular Nintendo Entertainment System videogame machines, and a major publisher of game magazines for PCs and compatibles.

Following the highly successful launch of its *Game Player's* Nintendo strategy and buyer's guides, Signal Research now has over a million copies of its first three issues in nationwide distribution, including all Toys R Us stores, several other major toy chains, and national newsstand outlets.

THE GAME PLAYER'S PHENOMENON

"The phenomenally positive response from readers to our *Game Player's* magazines has reaffirmed to us the strength of this very active, dynamic market," said Robert C. Lock, chairman and CEO of Signal Research.

"We have a great deal of collective experience in meeting the needs of rapidly accelerating entertainment markets with products of quality and depth. Our new *Game Player* publications have added a visual quality and dimension to consumer publishing that has previously not existed in the US market. Every issue of our publications provides readers with literally hundreds and hundreds of full-color screen images. That's a first in the US. And we've always found that our readers respect quality and thoughtful innovation."

More than 400,000 copies of the first *Game Player's* Nintendo buyer's guide have been distributed since it went on sale nationally in September, making it one of the most successful launches ever for a new magazine. Signal Research will publish six issues annually of this new bimonthly Nintendo guide, including two buyer's guides and four strategy guides. The company is an independent publisher, and is in no way connected with Nintendo of America.

Feedback on sales of the *Game Player's* Nintendo Guides has been extremely positive, according to Toys 'R' Us, the largest US outlet for sales of the Nintendo machines and game cartridges as well as the *Game Player's* magazines.

"With more than ten million Nintendo videogame systems in American homes today, we feel there's a real need for independent guides to the Nintendo games that are entering the market," said James A. Casella, president of Signal Research. "Our family of *Game Player's* publications will help hundreds of thousands of electronic game players get the most for their money no matter what videogame or computer systems they own."

Six issues of the *Game Player's* PC guides will also be published annually for users of IBM, Tandy, and PC-compatible computers. The first two issues, now in national newsstand distribution with Curtis Circulation company, are receiving a very positive response.

Commenting on the first *Game Player's* PC buyer's guide, *New York Times* columnist L. R. Shannon wrote, "The magazine should be invaluable to anyone caught in the avalanche of MS-DOS game software."

The 112-page *Game Player's* Nintendo and PC guides sell for \$3.95 each and offer game descriptions; hints and tips on game play; hundreds of full-color screens from the games; and opportunities for game players to offer their own advice, tips, high scores, and comments on the games.

Some observers have raised concerns about a new boom-bust cycle in the home gaming market, Lock noted. But he suggests that Signal is taking a longer-term view. "As the technologies of personal computers and home entertainment systems converge, we believe there will be substantial new publishing opportunities. We see our company building a long-term readership based on our commitment to a strong customer service policy," Lock said.

\$10,000 WAY TO WIN SWEEPSTAKES!

As a part of the *Game Player's* launch, Signal Research is sponsoring a \$10,000 Way To Win Sweepstakes. The national sweepstakes will have more than a thousand winners, including more than two dozen entrants who will win shopping sprees at their favorite game or video store.

In addition to Chairman Robert Lock, founder and former chairman and editor-in-chief of COMPUTE! Publications, the Signal Research management team includes President James A. Casella, former president of ABC Consumer Magazines and past publisher of *Modern Photography*, *High Fidelity*, and *COMPUTE!*; and Executive Vice President Richard Mansfield, author of *Machine Language for Beginners* and former editorial director of COMPUTE! Publications.

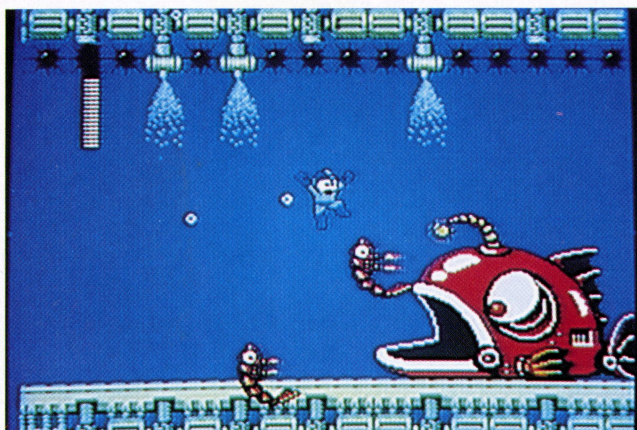
For more information about the editorial content of the *Game Player's* series of publications, contact Mr. Selby Bateman, editorial director, or Mr. Tom R. Halfhill, editor-in-chief, Signal Research, Inc., 300-A South Westgate Drive, Greensboro, NC 27407; telephone: 919-299-9902; fax: 919-854-0963.

For advertising information about the series, contact Mr. James A. Casella, president and publisher, or Mr. Andrew Eisenberg, vice president of advertising sales, Signal Research, Inc., 2-4 Garber Square, Ridgewood, NJ 07450; telephone: 201-670-7443; fax: 201-670-1385.

(*Game Player's*, *Game Player's Guide*, *Game Player's Nintendo Strategy Guide*, *Game Player's Nintendo Buyer's Guide*, *Game Player's PC Strategy Guide*, and *Game Player's PC Buyer's Guide*, are all tradenames of Signal Research, Inc.)

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CAPCOM (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Strider*, an action game in which players must penetrate the Soviet Red Army to uncover government secrets; *MegaMan II*, the sequel to the popular *MegaMan*; and *Mickey Mousecapade*, Capcom's first game geared toward younger children.

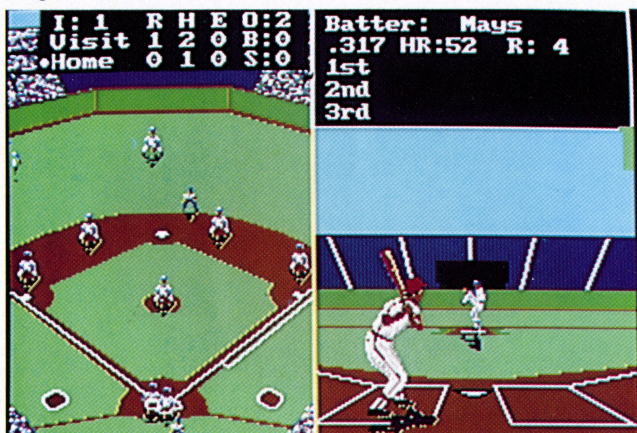


Mega Man II - Capcom

CINEMAWARE (6464 West Hall): Videotaped demonstrations of *Lords of the Rising Sun*, a graphics adventure for the Amiga (with additional versions to follow); and *TV Sports Football*, a football simulation for the Amiga and IBM compatibles.

COSMI (suite at the Tropicana hotel): *Presumed Guilty*, an adventure mystery for IBM compatibles; *Navy SEAL*, a combat simulation for Commodore 64 and IBM; *Chomp*, an action game for Commodore 64 in which players assume the role of a fish; *Underworld*, a fantasy action game; an IBM version of *Navcom 6*, a combat simulator aboard an Aegis-class cruiser in the Persian Gulf; *Swiss Music*, a music-composition program for Commodore 64. Cosmi is also introducing new packs that include three older games for the price of one.

CULTURE BRAIN (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Flying Dragon I*, with martial arts combat; *Flying Dragon II*, which allows two players to compete with each other; *The Magic of Shahrazad*, an Arabian fantasy adventure; and *Kung Fu Heroes*.



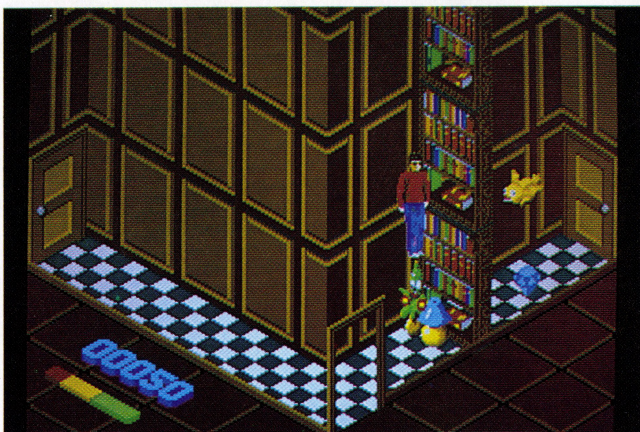
The new Earl Weaver Baseball - Electronic Arts

DATA EAST (Nintendo booth, 6033-6055 West Hall, and Room 6070 West Hall): *Bad Dudes* for Nintendo, IBM compatibles, Commodore 64, Atari ST, and Amiga; *Guerrilla War* for IBM compatibles, Commodore 64, Atari ST, and Amiga; *Robocop* for Nintendo, Commodore 64, and Atari ST; and *Super Hang On* for the Macintosh.

DATASOFT (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): *Time & Magik*, a time-travel trilogy; *Lancelot*, a Knights-of-the-Round Table quest to find the Holy Grail; and *The Hunt for Red October*, a submarine adventure based on Tom Clancy's best-selling novel.

ELECTRONIC ARTS (Ramada Suites at Hotel St. Tropez; also Soft-Kat booth, 6205 West Hall): Electronic Arts and companies affiliated with its distribution network will be showing a variety of new products. Major upgrades in graphics and game play are being announced for two popular EA titles: *Chuck Yeager's Advanced Flight Trainer 2.0* will feature a Chuck Yeager audio tape, 18 different aircraft, and special video effects; and *Earl Weaver Baseball* will include an easier keyboard interface, realistic batter's perspective, and 16-color EGA graphics support. EA will also show *688 Attack Sub*, which puts you in charge of either a USS Los Angeles-class sub or a Soviet Alfa-class sub, and *Kings of the Beach* — *Professional Beach Volleyball*, a volleyball action game, among other releases.

EPYX (6105 West Hall): Among the Epyx entertainment releases are *Devon Aire* in "The Hidden Diamond Caper," an arcade adventure and puzzle-solving game; *Undersea Commando*, an underwater adventure game that mixes action and strategy; *Technocop*, a combination action and criminal-tracking game from U.S. Gold in Europe; *Trials of Honor*, a medieval adventure for advanced players; *Curse Buster*, an arcade-action game; and *Skate Wars*, the first game in Epyx's new Future Games software line.



Devon Aire - Epyx

FCI (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Seicross*, with motocross racing; *MagMax*, a robot adventure; *Dr. Chaos*, a science-fiction thriller; *Hydride*, an action fantasy in which a princess who has been separated into three fairies must be rejoined and rescued; and *Ultima*, in which a team of adventurers must destroy Exodus, who is dominating the peaceful country of Britannia.

FINAL FRONTIER (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): *Space M+A+X*, a space station construction simulator newly distributed by Electronic Arts. The program runs on IBM compatibles, and an Amiga version is planned.

FIRST ROW (suite at Imperial Palace Hotel & Casino): Versions of *The Twilight Zone*, a graphics adventure; and *The Honeymooners*, a recreation of the classic TV show. Both games are for IBM compatibles, Amiga, and Commodore 64.

GAME PLAYER'S MAGAZINE (6462 West Hall): Premiering in early 1989, *Game Players* — *The Leading Magazine of Video and Computer Entertainment* will cover the entire range of electronic gaming, including Nintendo, Sega, and Atari videogame systems, plus entertainment software for IBM-compatible, Commodore 64/128, Amiga, Apple II, Macintosh, and Atari ST computers. *Game Player's* is published by Signal Research, an independent magazine and book publishing company. Signal Research also publishes a pair of bimonthly *Game Player's Guides* for Nintendo and IBM compatibles.

GAMETEK (Nintendo booth, 6033-6055 West Hall, for Nintendo games, and 6670 West Hall for computer software): Nintendo cartridges include *Wheel of Fortune*, *Wheel of Fortune Jr.*, *Jeopardy!*, *Jeopardy! Jr.*, *Hollywood Squares*, and *Double Dare*. Computer games include *Hollywood Squares*, *Double Dare*, *Super Password*, *Candy Land*, *Big Boggle*, *Sorry*, and *Chutes & Ladders*. Fisher Price games include *Little People Bowling Alley*, *I Can Remember*, and *Fire House Rescue*.

HAL AMERICA (Nintendo booth, 6033-6055 West Hall): Nintendo cartridges include *The Adventures of Lolo*, a magical maze game; *Air Fortress*, a space adventure; *Rollerball*, a pinball simulation; and *Vegas Dream*, a combination of several gambling games in one.

HI-TECH EXPRESSIONS (6002 West Hall): Nintendo games include *Sesame Street 1,2,3*, *Sesame Street A, B, C*, *The Chessmaster*, and *Win, Lose, or Draw*. Computer games include the Sesame Street titles *Letter-Go-Round*, *Learning Library*, *Print Kit*, and *Writer*; Electric Company titles include *Bagasaurus*, *Picture Place!*, *Roll-a-Word*, and *Learning Library*.



Shogun - Infocom

INFOCOM (private showings in the Mediagenic booth): Recently released programs include *ZORK Zero*, a graphics-and-text prequel to the best-selling *ZORK* adventures; *Shogun*, an adventure game based on the James Clavell novel; and *Battletech*, a graphics-and-text role-playing adventure.

INTERPLAY (private showings in the Mediagenic booth): New Tandy and IBM compatible versions of *Battle Chess*, a chess game with action combat, and the Amiga version of *Neuromancer*, a new game based on the William Gibson science fiction novel.

INTERSTEL (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): IBM-compatible and Tandy versions of its trout-fishing simulation, *Reel Fishin'*. Also *Star Fleet II* and the hit *Empire*, released earlier for IBM and compatibles.

JALECO (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Hoops*, a street basketball simulation in which the player can form one-on-one or two-on-two teams from eight characters with different talents; and *Goal*, a soccer game with a 16-nation World Cup competition and other modes.

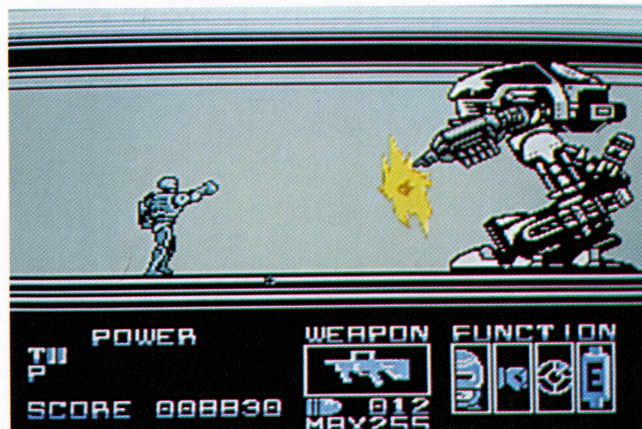
KOEI (Nintendo booth, 6033-6055 West Hall): New for Nintendo is *Nobunaga's Ambition*, a strategy simulation of politics and war in feudal Japan.

KONAMI (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Blades of Steel*, an ice hockey simulation; *Jackal*, a military rescue adventure; *Castlevania II: Simon's Quest*, further adventures in Transylvania; and *Track and Field II*, competition in 15 Olympic events.

KRAFT SYSTEMS (6652 West Hall): The Trac Mouse, a new trackball controller for IBM compatibles, among other game controllers in its product line.

KYODAI (Broderbund booth, 6004 West Hall): Three new games from Japan, including *Hydlide*, a fantasy role-playing and action game for PCs and the Commodore 64; *Psychic War*, a 3-D maze and fantasy game for PCs; and *Ancient Land of Ys*, a Nintendo-style action and adventure game for PCs and the Apple IIGS.

LJN (Nintendo booth, 6033-6055 West Hall): New Nintendo titles are *Friday the 13th*, *X-Men*, and *NFL Football*.



RoboCop - Data East

LUCASFILM (not exhibiting on the show floor; private showings in the Mediagenic booth): New games are *Battlehawks 1942*, a World War II aerial combat simulation; and *Zak McKracken*, a humorous graphic adventure. Lucasfilm is also announcing two new games for release in 1989 based on the upcoming film, *Indiana Jones and the Last Crusade*. One will be an action game for several computer systems; the other will be a graphic adventure for PCs.



Ultima - FCI

MASTERTRONIC INTERNATIONAL (6046 West Hall): *Raw Recruit*, an arcade game for Commodore 64; *Turbo Champions*, a car-racing game for IBM compatibles; *Street Fighting Man*, a martial arts game for IBM compatibles. Under its Melbourne House label, Mastertronic is showing its new fantasy role-playing game, *War in Middle Earth*, which is based on the J.R.R. Tolkien trilogy. The game runs on Amiga, Atari ST, Apple IIGS, and IBM-compatible computers. Other new releases under the Melbourne House label: Apple II and IIGS versions of *John Elway's Quarterback*, a sports simulator; *Barbarian*, an arcade adventure for IBM compatibles; and *Obliterator* for Commodore 64 (with Apple and IBM versions to follow). There will also be a preview of *World Trophy Soccer*, a sports game for IBM-compatible and Amiga computers. Under the Arcadia label (distributed for Mastertronic by Electronic Arts), new releases include *Double Dragon*, an action game for the Amiga and Atari ST; and *Artura*, an arcade adventure game for the Atari ST and Commodore 64 (with Amiga and IBM versions to follow).

MEDALIST INTERNATIONAL (MicroProse suite at Caesar's Palace): This new subsidiary of MicroProse was recently formed to market and distribute a wide variety of consumer computer products. The first three companies signed by Medalist are Software Simulations (*Pure Stat* sports games), Paragon (*Wizard Wars*, *Guardians of Infinity*), and Hewson Consultants Ltd. (*Exolon*, *Eliminator*).

MEDIAGENIC (6474 West Hall, by appointment only, and Nintendo booth, 6033-6055 West Hall, and Sega booth, 6433 West Hall): Among Mediagenic's new software titles are *Prophecy 1: The Fall of Trinodon*, a next-generation fantasy role-playing game, initially for PCs and compatibles, and the PC version of *Last Ninja II*. New titles for Nintendo systems include *The Three Stooges* comedy action game; *Stealth*, *Eagle*, a jet fighter simulation; and *Predator*, a science fiction combat game. New Sega titles include *Galaxy Force*, *Cyborg Hunter*, *Rampage*, and *Bomber Raid*.



F-19 Stealth Fighter - MicroProse

MICROILLUSIONS (Mediagenic booth, 6474 West Hall, by appointment only, and Commodore booth, 6405 West Hall): *Dondra: A New Beginning*, a fantasy role-playing game for the Commodore 64; *Fairy Tale Adventure*, an Amiga and Commodore 64 best-seller now being introduced for the PC; *Dr. Plummet in the House of Flux* for the Amiga; the tank battle-action game, *Firepower*, for the Commodore 64; and *Turbo*, a futuristic car race game, for the Amiga. Microillusions will also have information on its Hanna-Barbera licensed games, *Scooby-Doo*, *The Flintstones*, *The Jetsons*, and *Jonny Quest*.

MICROPROSE (suite at Caesar's Palace; referral at booth 6471 West Hall): On the show floor, MicroProse is demonstrating games and directing attendees to its main exhibit at a suite in Caesar's Palace. In addition to previews of some upcoming game titles, MicroProse is demonstrating *F-19 Stealth Fighter*, its new aerial combat simulation; the new Macintosh version of *Pirates!*, a popular action-strategy game; *Airborne Ranger*, a recently released combat game; *Red Storm Rising*, an action-strategy game; and *Gunship*, an attack helicopter simulation.

MILES COMPUTING (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): *Harrier Strike: Mission II*, an air combat simulator for the Macintosh.

MILTON BRADLEY (Nintendo booth, 6033-6055 West Hall): Nintendo cartridges include *Marble Madness*, *World Games*, *California Games*, and *Jordan vs. Bird: One on One*, a basketball simulation developed in cooperation with NBA stars Michael Jordan and Larry Bird.

MINDSCAPE (Meeting Room 6054 West Hall): *Aussie Games* for IBM compatibles and Commodore 64/128; *Hostage* for IBM compatibles, Commodore 64/128, Amiga, and Atari ST; *Sgt. Slaughter's Mat Wars* for IBM compatibles and Commodore 64/128; *Combat Course* for IBM compatibles, Commodore 64/128, Amiga, and Atari ST; *International Team Sports* for IBM compatibles and Commodore 64/128.

NEW WORLD COMPUTING (with Mediagenic's exhibit, by appointment only): *Might and Magic II*, a new fantasy role-playing game for IBM-compatible computers and Apple II systems with double hi-res graphics.

NINTENDO OF AMERICA (6033-6055 West Hall): Nintendo is featuring a wide variety of new and upcoming games for its Nintendo Entertainment System, including the latest hits, *Zelda II: The Adventure of Link* and *Super Mario Bros. 2*. The company is also showing its Power Pad controller, introduced at the last CES. The large Nintendo exhibit also includes the booths of independent licensees who sell Nintendo game cartridges. (Licensees are listed separately in this guide.)

ORIGIN SYSTEMS (with Broderbund Software's exhibit): *Tangled Tales: The Misadventures of a Wizard's Apprentice*, a light-hearted fantasy role-playing game for Apple II, Commodore 64, and IBM-compatible computers.

RAINBIRD (in Mediagenic's area of the Commodore exhibit, 6474 West Hall): *Weird Dreams*, a fantasy game; and *Savage*, an arcade-action game. In addition, *Carrier Command*, a strategy game, and *Starglider II*, an action-strategy hit, are being shown for the first time in IBM-compatible format.

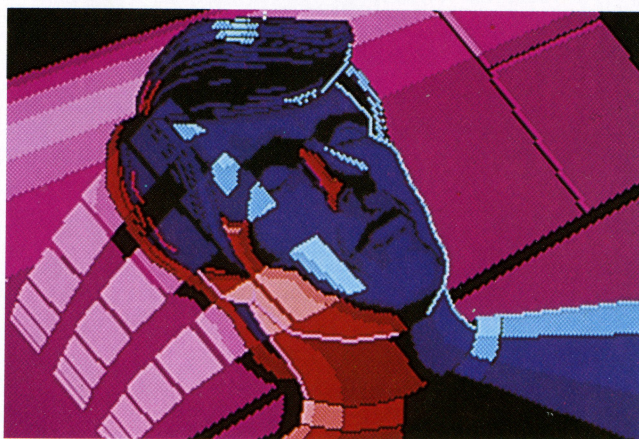
SEGA (6433 West Hall): A wide variety of videogames for the Sega Master System, including the popular 3-D games; *Double Dragon*, a karate combat game based on the arcade classic; *R-Type*, a space action game; *Reggie Jackson Baseball*, a sports simulation; *Alf*, based on the TV series; and *Super Basketball*, an action sports game.

SHAREDATA (Soft-Kat booth, 6205 West Hall): A new version of *Skate Rock* for IBM-compatible and Tandy computers.

SIERRA (no floor exhibit; hotel suite by appointment): Several sequels to past hits, including *King's Quest IV: The Perils of Rosella* for IBM compatibles; *Leisure Suit Larry Goes Looking For Love (In Several Wrong Places)* for IBM compatibles; *Police Quest II: The Vengeance*; and *Space Quest III: The Pirates of Pestulon*. Other new games: *Silpheed*, a classic action game from Game Arts of Japan, the team that created the best-selling *Thexder*.

SIGNAL RESEARCH (see *Game Player's*).

SNK (Nintendo booth, 6033-6055 West Hall): Nintendo games include *Lee Trevino's Fighting Golf*, and three jungle war games, *Iron Tank*, *Guerrilla War*, and *P.O.W.*



Space Quest III - Sierra

SOFT-KAT (6205 West Hall): Soft-Kat's booth features a number of companies whose products are distributed by Soft-Kat, including Accolade, Capcom, Electronic Arts, Kraft Systems, Addison-Wesley, Sharedata, and others.

SOFTWARE TOOLWORKS (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): *Life & Death*, a detailed surgical simulation, for Tandy and other IBM compatibles (other versions to follow); *Chessmaster 2100*, a new version of the hit *Chessmaster 2000*. *Chessmaster 2000* is also planned for the Nintendo Entertainment System.

SSG (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): *Halls of Montezuma*, a war strategy game for Macintosh, Tandy, and IBM-compatible computers.

STRATEGIC SIMULATIONS (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): *Battles of Napoleon* for Commodore 64 and Apple II; *Hillsfar*, the latest addition to the advanced Dungeons & Dragons series for IBM compatibles and Commodore 64.

SUN (Nintendo booth, 6033-6055 West Hall): Nintendo cartridges include *Platoon*, *Blaster Master*, *Xenophobe*, and *Spy Hunter*; *The Terminator*, based on the movie about an assassin from the future; and *Fester's Quest*, based on "The Addams Family" TV show.

SUNCOM (6600 West Hall): Analog Plus, Analog Edge, and Analog Xtra joysticks, all with aircraft-style control grips, for IBM-compatible and Apple II-series computers.

TAITO (6215 West Hall): Nintendo cartridges include *Renegade*, a combat game; *Bubble Bobble*, in which a pair of dinosaurs defeat villains by trapping them in bubbles and popping the bubbles; and two war action games — *Sky Shark* and *Operation Wolf*.



Thud Ridge - Three-Sixty

TECMO (Nintendo booth, 6033-6055 West Hall): Nintendo cartridges include sports simulations *Tecmo Baseball* and *Tecmo Bowl*; the martial arts adventure *Rygar*; and *Ninja Gaiden*, whose hero, Ryu, must travel from country to country trying to defeat evil dictator Jaciou and his army.

TENGEN (Nintendo booth, 6033-6055 West Hall, and a booth at 6027 West Hall): New Nintendo cartridges include *Tetris: The Soviet Mind Game*, an addicting puzzle game; *Super Sprint*, a racing car adventure; and *Vindicators*, a tank game. Tengen's first games for the Commodore 64 and IBM-compatible computers include *RBI Baseball* and additional titles.

THREE-SIXTY (no floor exhibit; hotel suite at the Las Vegas Hilton): *Thud Ridge*, a simulation of bombing missions over Vietnam in an F-105 Thunderchief, with dogfights against MiG-21 fighters. Released initially for IBM compatibles, and planned for most other major computer systems. Also, sneak previews of *Harpoon*, an action-strategy naval game, scheduled for shipment in February.

TITUS (6519 West Hall): New computer games for IBM-compatible and other computers include *Galactic Conquerer*, a space action and strategy game; *Crazy Cars*, a racing game with six different courses; *Fire and Forget*, a futuristic combat game; and *Off Shore Warrior*, an action battle on the high seas.

TRADEWEST (Nintendo booth, 6033-6055 West Hall):

Nintendo cartridges include *Double Dragon*, a martial arts combat game; *John Elway's Quarterback*, a sports simulation; and *Magic Johnson's Fast Break*, scheduled for release this summer.

ULTRA (Nintendo booth, 6033-6055 West Hall): New Nintendo titles include *Gyruss*, in which the player must save the universe from alien deathships; *Q*bert*, based on the arcade favorite about a big-nosed hero threatened by villains and whammy balls; *Teenaged Mutant Ninja Turtles*, about a gang of superheroes who live in a sewer; *Skate or Die*, a skateboarding adventure; *The Adventures of Bayou Billy*, in which a Cajun fighter tries to rescue his girlfriend; *Metal Gear*, pitting a soldier against a weapon of ultimate destruction; and *Defender of the Crown*, a medieval fantasy game.

VELOCITY DEVELOPMENT (Broderbund booth, 6004 West Hall): Velocity Development is showing the IBM-compatible and Tandy version of its flight simulator game, *Jet Fighter: The Adventure*.

VIC TOKAI (Nintendo booth, 6033-6055 West Hall): Nintendo titles include *Golgo 13*, *Top Secret Episode*, an espionage adventure; *Bump 'n' Jump*, an arcade game with four-wheel-drive vehicles; *Terra Cresta*, a space shoot-em-up; and *Kid Kool*, an adventure with a race against time to find the seven magic herbs needed to save a dying king.

VIRGIN GAMES (with Electronic Arts at the Ramada Suites, Hotel St. Tropez): New computer versions of successful board games, including *Monopoly* (to be released by the end of January), *Scrubies*, and *Risk*.

WICO (6201 West Hall): Ergosticks, a new premium line of ergonomically designed joysticks for Atari, Commodore, Apple, and IBM-compatible computers.

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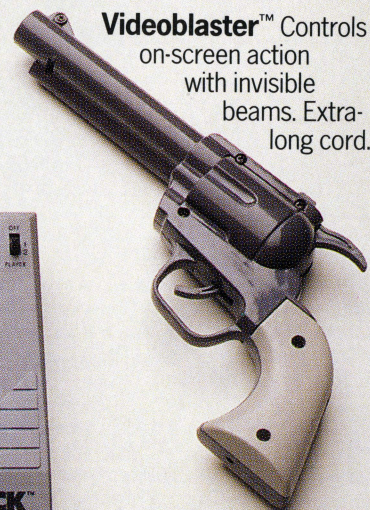
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